

DOCKET NO.: MSFT-0282/163948.01  
Application No.: 09/800,381  
Office Action Dated: October 14, 2004

PATENT

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

1. Cancelled
2. Cancelled
3. Cancelled
4. Cancelled
5. Cancelled
6. Cancelled
7. Cancelled
8. Cancelled
9. Cancelled
10. Cancelled
11. Cancelled
12. Cancelled
13. Cancelled
14. Cancelled

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PATENT

15. Cancelled

16. Cancelled

17. (Currently Amended) A method of reproducing an information stream from packets transmitted over a network, comprising:  
providing a buffer associated with a length of delay;  
inserting packets associated with a length of play received from the network into said buffer;  
removing packets for reproduction from said buffer when said length of play of packets is about the same as said length of delay;  
tracking reproduction errors associated with said length of delay; and  
adjusting said current length of delay to compensate for said reproduction errors,  
wherein adjusting said current length of delay to compensate for reproduction errors further comprises:  
receiving a target error rate for reproducing said information stream;  
computing a first error rate associated with a first length of delay,  
~~The method of claim 10,~~ wherein computing said first error rate further comprises:  
counting errors in a data segment containing packets of data;  
counting said packets; and  
dividing said errors by said packets to determine said error rate for said first length of delay;  
computing a second error rate associated with a second length of delay;  
comparing said first error rate associated with said first length of delay with said target error rate; and  
comparing said second error rate associated with said second length of delay with said target error rate.

18. (Currently Amended) A method of reproducing an information stream from packets transmitted over a network, comprising:

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providing a buffer associated with a length of delay;  
inserting packets associated with a length of play received from the network into said  
buffer;  
removing packets for reproduction from said buffer when said length of play of  
packets is about the same as said length of delay;  
tracking reproduction errors associated with said length of delay;  
adjusting said current length of delay to compensate for said reproduction errors; and  
~~The method of claim 1, further comprising~~  
establishing a weighting constant as a function of how quickly said length of delay is  
changed.

19. Cancelled
20. Cancelled
21. Cancelled
22. Cancelled
23. Cancelled
24. Cancelled